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1 **A robust gross-to-fine pattern recognition system**
Al-Mouhamed, M.;
Industrial Electronics, IEEE Transactions on , Volume: 48 , Issue: 6 , Dec. 2001
Pages:1226 - 1237

[Abstract]   [PDF Full-Text (229 KB)]   **IEEE JNL**

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2 **Texture classification for content-based image retrieval**
Pirrone, R.; La Cascia, M.;
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Pages:398 - 403

[Abstract]   [PDF Full-Text (648 KB)]   **IEEE CNF**

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3 **Querying remote sensing and GIS repositories with spatial association rules**
Marchisio, G.B.; Koperski, K.; Sanella, M.;
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International , Volume: 7 , 24-28 July 2000
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4 **A mosaic-based query language for video databases**
Assfalg, J.; Del Bimbo, A.; Hirakawa, M.;
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5 **Cooperation and fusion of operators: Application to automatic matching of cartographic objects**
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11 Rapid object recognition from a large model database
Yi, J.H.; Chelberg, D.M.;
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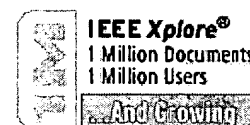[Abstract]   [PDF Full-Text (636 KB)]   IEEE CNF

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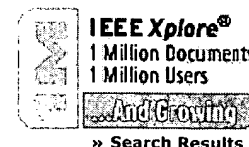
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Kozyrakis, C.E.; Patterson, D.A.;
Computer , Volume: 31 , Issue: 11 , Nov. 1998
Pages:24 - 32

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2 **It has bugs, but the games are out of this world [DP industry]**
Greenstein, S.;
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Nasiopoulos, P.; Ward, R.K.; Otsuka, M.;
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4 **A low-cost force feedback joystick and its use in PC video games**
Ming Ouhyoung; Wu-Nan Tsai; Ming-Chang Tsai; Jiann-Rong Wu; Chung-Hsi Huang; Tzong-Jer Yang;
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6 **Dynamic queries for visual information seeking**
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Pages:1619 - 1620 vol.4

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1 **Model-based motion compensated compression for synthetic animations**
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[Abstract]   [PDF Full-Text (80 KB)]   **IEEE CNF**

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2 **Video-game for speech perception testing and training of young hearing-impaired children**
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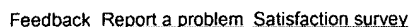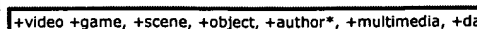Pages:25 - 28

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1 Information retrieval on the web
Mei Kobayashi, Koichi Takeda
June 2000   **ACM Computing Surveys (CSUR)**, Volume 32 Issue 2

Full text available: 📄 pdf(213.89 KB)   Additional Information: full citation, abstract, references, citings, index terms

In this paper we review studies of the growth of the Internet and technologies that are useful for information
search and retrieval on the Web. We present data on the Internet from several different sources, e.g.,
current as well as projected number of users, hosts, and Web sites. Although numerical figures vary, overall
trends cited by the sources are consistent and point to exponential growth in the past and in the coming
decade. Hence it is not surprising that about 85% of Internet user ...

Keywords: Internet, World Wide Web, clustering, indexing, information retrieval, knowledge management,
search engine

2 A digital on-demand video service supporting content-based queries
T. D. C. Little, G. Ahanger, R. J. Folz, J. F. Gibbon, F. W. Reeve, D. H. Schelleng, D. Venkatesh
September 1993 **Proceedings of the first ACM international conference on Multimedia**

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Keywords: applications, content-based retrieval, multimedia databases, temporal data management, video-
on-demand

3 Information organization in multimedia resources
Rick Kazman, John Kominek
November 1993 **Proceedings of the 11th annual international conference on Systems documentation**

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4 Personal computer adventure games: their structure, principles, and applicability for training
Edward Ju, Christian Wagner
April 1997   **ACM SIGMIS Database**, Volume 28 Issue 2

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Personal computer adventure games, in which the player assumes the role of a fantasy character to pursue
an adventure, have enjoyed enormous popularity and commercial success. Beyond their entertainment
value, these games also have an educational value, training users to become better problem solvers in the
game domain and probably beyond.In order to understand better this type of game and determine its
potential use for managerial training, we analyzed adventure games with respect to three issu ...

Keywords: adventure game, learning, simulation, software development, training

5 The architecture of static hypertexts
Tim Oren
November 1987 **Proceeding of the ACM conference on Hypertext**

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This paper's purpose is to describe how the hypertext technique can make CD-ROM (and other static storage media) a more comfortable environment for human use. I begin by considering implementation issues for hypertext on CD-ROM and surveying currently available products. I suggest desirable goals for the use of hypertext on the static CD medium, and propose that their achievement will follow from a correct choice of conventions of use and construction of the hypertext database. Such ...

6 Production and maintenance environments for interactive audio-visual stories
Frank Nack, Craig Lindley
November 2000 **Proceedings of the 2000 ACM workshops on Multimedia**

Full text available: pdf(392.02 KB)   Additional Information: full citation, references, citings, index terms

7 Programming languages for mobile code
Tommy Thorn
September 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 3

Full text available: pdf(393.65 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

Sun's announcement of the programming language Java more that anything popularized the notion of mobile code, that is, programs traveling on a heterogeneous network and automatically executing upon arrival at the destination. We describe several classes of mobile code and extract their common characteristics, where security proves to be one of the major concerns. With these characteristics as reference points, we examine six representative languages proposed for mobile code. The conclusion ...

Keywords: Java, Limbo, Objective Caml, Obliq, Safe-Tcl, distribution, formal methods, mobile code, network programming, object orientation, portability, safety, security, telescript

8 Metaphor design in user interfaces
Aaron Marcus
May 1998   **ACM SIGDOC Asterisk Journal of Computer Documentation**, Volume 22 Issue 2

Full text available: pdf(8.28 MB)   Additional Information: full citation, citings, index terms

9 Harmony...on an expanding net
Barry Fenn, Hermann Maurer
October 1994 **interactions**, Volume 1 Issue 4

Full text available: pdf(1.36 MB)   Additional Information: full citation, references, citings, index terms, review

10 Content oriented relations between text units—a structural model for hypertexts
Rainer Hammwöhner, Ulrich Thiel
November 1987 **Proceeding of the ACM conference on Hypertext**

Full text available: pdf(1.36 MB)   Additional Information: full citation, abstract, references, citings, index terms

A common feature of various recently developed information systems is the decomposition of linear document structures which are enforced by conventional print media. Instead, a network organization of information units of different forms (textual, graphical, pictorial and even auditive presentation modes may be combined) is provided. Documents organized this way are called "hypertexts". However, two questions arise immediately when an effort is made to build information ...

11 Two-handed virtual manipulation
Ken Hinckley, Randy Pausch, Dennis Proffitt, Neal F. Kassell
September 1998 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 5 Issue 3

Full text available: Additional Information:

pdf(1.32 MB)   full citation, abstract, references, citings, index terms

We discuss a two-handed user interface designed to support three-dimesional neurosurgical visualization. By itself, this system is a "point design," an example of an advanced user interface technique. In this work, we argue that in order to understand why interaction techniques do or do not work, and to suggest possibilities for new techniques, it is important to move beyond point design and to introduce careful scientific measurement of human behavioral principles. In particula ...

Keywords: bimanual asymmetry, haptic input, input devices, three-dimensional interaction, two-handed interaction, virtual manipulation

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Richard Rouse
February 2000 **ACM SIGGRAPH Computer Graphics,** Volume 34 Issue 1
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2 Games on the verge of a nervous breakdown: emotional content in computer games
Richard Rouse
February 2001 **ACM SIGGRAPH Computer Graphics,** Volume 35 Issue 1
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1   Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: 📄 pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2   The Rendezvous architecture and language for constructing multiuser applications

Ralph D. Hill, Tom Brinck, Steven L. Rohall, John F. Patterson, Wayne Wilner
June 1994   **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 1 Issue 2

Full text available: 📄 pdf(3.25 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

When people have meetings or discussions, frequently they use conversational props: physical models, drawings, or other concrete representations of information used to enhance the exchange of information. If the participants are geographically separated, it is difficult to make effective use of props since each physical prop can only exist in one place. Computer applications that allow two or more users to simultaneously view and manipulate the same data can be used to augm ...

Keywords: CSCW, UIMS, constraint maintenance, synchronous groupware

3   Interactive Editing Systems: Part II

Norman Meyrowitz, Andries van Dam
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Full text available: 📄 pdf(9.17 MB)   Additional Information: full citation, references, citings, index terms

4   Noncommand user interfaces

Jakob Nielsen
April 1993 **Communications of the ACM**, Volume 36 Issue 4

Full text available: 📄 pdf(6.81 MB)   Additional Information: full citation, references, citings, index terms

5   Pavlov: an interface builder for designing animated interfaces

David Wolber
December 1997 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 4 Issue 4

Full text available: 📄 pdf(1.09 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Conventional interface builders provide little support for interactive development of interfaces with application-specific graphics. Some Programming by Demonstration (PBD) systems do provide such support, but none provide full support for demonstrating interfaces, such as those in games, in which the graphics are animated. This article proposes a number of techniques for creating animated interfaces, all of which have been included in an exploratory system, Pavlov. Many of ...

Keywords: animation, programming by demonstration, user interface design environments

6 **Information retrieval on the web**
Mei Kobayashi, Koichi Takeda
June 2000   **ACM Computing Surveys (CSUR)**, Volume 32 Issue 2
Full text available: pdf(213.89 KB)   Additional Information: full citation, abstract, references, citings, index terms

In this paper we review studies of the growth of the Internet and technologies that are useful for information search and retrieval on the Web. We present data on the Internet from several different sources, e.g., current as well as projected number of users, hosts, and Web sites. Although numerical figures vary, overall trends cited by the sources are consistent and point to exponential growth in the past and in the coming decade. Hence it is not surprising that about 85% of Internet user ...

Keywords: Internet, World Wide Web, clustering, indexing, information retrieval, knowledge management, search engine

7 **A software model and specification language for non-WIMP user interfaces**
Robert J. K. Jacob, Leonidas Deligiannidis, Stephen Morrison
March 1999   **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 6 Issue 1
Full text available: pdf(574.62 KB)   Additional Information: full citation, abstract, references, citings, index terms

We present a software model and language for describing and programming the fine-grained aspects of interaction in a non-WIMP user interface, such as a virtual environment. Our approach is based on our view that the essence of a non-WIMP dialogue is a set of continuous relationships—most of which are temporary. The model combines a data-flow or constraint-like component for the continuous relationships with an event-based component for discrete interactions, which can enable or diabl ...

Keywords: PMIW, interaction techiques, non-WIMP interface, specification language, state transition diagram, user interface management system (UIMS)

8 **The next generation of interactive technologies**
Karen A. Frenkel
July 1989   **Communications of the ACM**, Volume 32 Issue 7
Full text available: pdf(3.15 MB)   Additional Information: full citation, abstract, citings, index terms, review

From home entertainment to cultural exhibits to educational methodologies to personal computing, interactive technologies could change observers in to participants.

9 **Folk computing: revisiting oral tradition as a scaffold for co-present communities**
Rick Borovoy, Brian Silverman, Tim Gorton, Matt Notowidigdo, Brian Knep, Mitchel Resnick, Jeff Klann
March 2001   **Proceedings of the SIGCHI conference on Human factors in computing systems**
Full text available: pdf(1.23 MB)   Additional Information: full citation, abstract, references, index terms

In this paper, we introduce Folk Computing: an approach for using technology to support co-present community building inspired by the concept of folklore. We also introduce a new technology, called "i-balls," whose design helped fashion this approach. The design of the i-ball environment is explained in terms of our effort to simultaneously preserve what works about folklore while also using technology to expand its power as a medium for community building.

Keywords: PDA, community, education, face-to-face, folklore, groupware, handheld, mobile computing, social computing, ubiquitous computing

10 **Managing metaphors for advanced user interfaces**
Aaron Marcus
June 1994   **Proceedings of the workshop on Advanced visual interfaces**

Full text available: pdf(740.63 KB)   Additional Information: full citation, abstract, references, citings, index terms

User interface design includes designing metaphors, the essential terms, concepts, and images representing data, functions, tasks, roles, organizations, and people. Advanced user interfaces require consideration of new metaphors and repurposing of older ones. Awareness of semiotics principles can assist researchers in developing more efficient and effective ways to communicate to more diverse user groups.

11 Level II technical support in a distributed computing environment
Tim Leehane
September 1996 **Proceedings of the 24th annual ACM SIGUCCS conference on User services**

Full text available: pdf(5.73 MB)   Additional Information: full citation, references, index terms

12 The architecture of static hypertexts
Tim Oren
November 1987 **Proceeding of the ACM conference on Hypertext**

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This paper's purpose is to describe how the hypertext technique can make CD-ROM (and other static storage media) a more comfortable environment for human use. I begin by considering implementation issues for hypertext on CD-ROM and surveying currently available products. I suggest desirable goals for the use of hypertext on the static CD medium, and propose that their achievement will follow from a correct choice of conventions of use and construction of the hypertext database. Such ...

13 User technology—from pointing to pondering
Stuart Card, Thomas Moran
January 1986 **Proceedings of the ACM Conference on The history of personal workstations**

Full text available: pdf(1.43 MB)   Additional Information: full citation, abstract, references, citings, index terms

From its beginning, the technology of personal workstations has been driven by visions of a future in which people would work in intimate partnership with computer systems on significant intellectual tasks. These visions have been expressed in various forms: Memex (Bush, 1945), Man-Machine Symbiosis (Licklider, 1960), NLS (Engelbart, 1963), Dynabook (Kay, 1977), and others.The tight coupling between human and computer required by these visions necessitated advances in the ways hu ...

14 Graphical input interaction technique (GIIT)
James J. Thomas, Griffith Hamlin
January 1983 **ACM SIGGRAPH Computer Graphics**, Volume 17 Issue 1

Full text available: pdf(2.34 MB)   Additional Information: full citation, abstract, references

The contents of this document are the result of intensive discussions among the workshop participants. The names listed by each section are the discussion leaders and principal editors. Without the dedicated enthusiam from all the participants, the ideas presented could not have been formulated.

15 Systematic hypermedia application design with OOHDM
Daniel Schwabe, Gustavo Rossi, Simone D. J. Barbosa
March 1996 **Proceedings of the the seventh ACM conference on Hypertext**

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Keywords: hypermedia design, interfaces, methodology, modeling, navigation, object orientation

16 Ban the book?: interactive documentation and the writer's responsibility for the human/machine interface
Liora Alschuler, Debra Schneider
October 1988 **Proceedings of the 6th annual international conference on Systems documentation**

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17 Some experiences with CAI and NATAL
Richard Gee, Rob McArthur
November 1991 **ACM SIGCSE Bulletin**, Volume 23 Issue 4

Full text available: pdf(388.52 KB)   Additional Information: full citation, index terms

18 Interactive 3D sound hyperstories for blind children
Maruricio Lumbreras, Jaime Sánchez
May 1999   **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Full text available: pdf(1.22 MB)   Additional Information: full citation, references, citings, index terms

Keywords: 3D sound, audio interface, audio-based navigation, blind children, hyperstory, space representation, virtual acoustic environment

19 ITS: a tool for rapidly developing interactive applications
Charles Wiecha, William Bennett, Stephen Boies, John Gould, Sharon Greene
July 1990   **ACM Transactions on Information Systems (TOIS)**, Volume 8 Issue 3

Full text available: pdf(2.61 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

The ITS architecture separates applications into four layers. The action layer implements back-end application functions. The dialog layer defines the content of the user interface, independent of its style. Content specifies the objects included in each frame of the interface, the flow of control among frames, and what actions are associated with each object. The style rule layer defines the presentation and behavior of a family of interaction techniques. Finally, the style program layer i ...

20 Guidelines for using multiple views in information visualization
Michelle Q. Wang Baldonado, Allison Woodruff, Allan Kuchinsky
May 2000   **Proceedings of the working conference on Advanced visual interfaces**

Full text available: pdf(2.13 MB)   Additional Information: full citation, abstract, references, citings, index terms

A multiple view system uses two or more distinct views to support the investigation of a single conceptual entity. Many such systems exist, ranging from computer-aided design (CAD) systems for chip design that display both the logical structure and the actual geometry of the integrated circuit to overview-plus-detail systems that show both an overview for context and a zoomed-in-view for detail. Designers of these systems must make a variety of design decisions, ranging from determining lay ...

Keywords: design guidelines, information visualization, multiple views, usability heuristics, user interfaces

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Don Gentner, Jakob Nielsen
August 1996 **Communications of the ACM**, Volume 39 Issue 8

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22 MHEG: an introduction to the future international standard for hypermedia object interchange
Roger Price
September 1993 **Proceedings of the first ACM international conference on Multimedia**

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23 Information organization in multimedia resources
Rick Kazman, John Kominek
November 1993 **Proceedings of the 11th annual international conference on Systems documentation**

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24 A hands-on dataflow architecture/programming course
James T. Canning
May 1991   **ACM SIGCSE Bulletin**, Volume 23 Issue 2

Full text available: 🔺 pdf(579.04 KB)   Additional Information: full citation, abstract, index terms

The University of Lowell's Department of Computer Science offers a course in data flow programming which provides students with the opportunity to run their programs on an actual, rather inexpensive dataflow machine. Students gain a much deeper understanding of the issues related to line grain parallel processing. The course not only surveys various dataflow architectures and languages, but also involves laboratory assignments where students must design, debug and execule dataflow programs.

25 Distributed cognition: toward a new foundation for human-computer interaction research
James Hollan, Edwin Hutchins, David Kirsh
June 2000   **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 2

Full text available: 🔺 pdf(123.64 KB)   Additional Information: full citation, abstract, references, citings, index terms

We are quickly passing through the historical moment when people work in front of a single computer, dominated by a small CRT and focused on tasks involving only local information. Networked computers are becoming ubiquitous and are playing increasingly significant roles in our lives and in the basic infrastructures of science, business, and social interaction. For human-computer interaction to advance in the new millennium we need to better understand the emerging dynamic of interaction in ...

Keywords: cognitive science, distributed cognition, ethnography, human-computer interaction, research

methodology

26 Decoupled simulation in virtual reality with the MR toolkit

Chris Shaw, Mark Green, Jiandong Liang, Yunqi Sun

July 1993   **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 3

Full text available: pdf(2.65 MB)   Additional Information: full citation, references, citings, index terms

Keywords: interaactive 3D graphics, user interface software

27 Software process modeling and execution within virtual environments

John C. Doppke, Dennis Heimbigner, Alexander L. Wolf

January 1998   **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 7 Issue 1

Full text available: pdf(232.51 KB)   Additional Information: full citation, abstract, references, citings, index terms

In the past, multiuser virtual environments have been developed as venues for entertainment and social interaction. Recent research focuses instead on their utility in carrying out work in the real world. This research has identified the importance of a mapping between the real and the virtual that permits the representation of real tasks in the virtual environment. We investigate the use of virtual environments—in particular, MUDs (Multi-User Dimensions)—in the domain of softwa ...

Keywords: MOO, MUD, PROMO, software process, tools, virtual environments

28 Intelligent graphics

Henry Lieberman

August 1996   **Communications of the ACM**, Volume 39 Issue 8

Full text available: pdf(1.15 MB)   Additional Information: full citation, references, citings, index terms

29 Research in music and artificial intelligence

Curtis Roads

June 1985   **ACM Computing Surveys (CSUR)**, Volume 17 Issue 2

Full text available: pdf(2.72 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Although the boundaries of artificial intelligence (AI) remain elusive, computers can now perform musical tasks that were formerly associated exclusively with naturally intelligent musicians. After a historical note, this paper sermonizes on the need for AI techniques in four areas of musical research: composition, performance, music theory, and digital sound processing. The next part surveys recent work involving AI and music. The discussion concentrates on applications in the four areas o ...

30 Visualizing the Internet (panel session): putting the user in the driver's seat

Nahum D. Gershon, Bran Ferren, James Foley, Joseph Hardin, Frank Kappe, William A. Ruh

September 1995   **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**

Full text available: pdf(322.37 KB)   Additional Information: full citation, references, index terms

31 Charade: remote control of objects using free-hand gestures

Thomas Baudel, Michel Beaudouin-Lafon

July 1993   **Communications of the ACM**, Volume 36 Issue 7

Full text available: pdf(2.66 MB)   Additional Information: full citation, references, citings, index terms, review

Keywords: augmented reality, hand gesture input, interaction model, remote control

32

Draft Proposed: American National Standard—Graphical Kernel System
Technical Committee X3H3 - Computer Graphics
February 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue SI
Full text available: pdf(16.07 MB)   Additional Information: full citation

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33 Tools for supporting the collaborative process
James R. Rhyne, Catherine G. Wolf
December 1992 **Proceedings of the 5th annual ACM symposium on User interface software and technology**
Full text available: pdf(994.47 KB)   Additional Information: full citation, abstract, references, citings, index terms

Collaborative software has been divided into two temporal categories: synchronous and asynchronous. We argue that this binary distinction is unnecessary and harmful, and present a model for collaboration processes (i.e. the temporal record of the actions of the group members) which includes both synchronous and asynchronous software as submodels. We outline an object–oriented toolkit which implements the model, and present an application of its use in a pen–based conferencing to ...

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34 Windows NT as a personal or intranet server
Larry Press
May 1996 **Communications of the ACM**, Volume 39 Issue 5
Full text available: pdf(206.20 KB)   Additional Information: full citation, references, index terms

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35 Liveboard: a large interactive display supporting group meetings, presentations, and remote collaboration
Scott Elrod, Richard Bruce, Rich Gold, David Goldberg, Frank Halasz, William Janssen, David Lee, Kim McCall, Elin Pedersen, Ken Pier, John Tang, Brent Welch
June 1992   **Proceedings of the SIGCHI conference on Human factors in computing systems**
Full text available: pdf(1.17 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper describes the Liveboard, a large interactive display system. With nearly one million pixels and an accurate, multi-state, cordless pen, the Liveboard provides a basis for research on user interfaces for group meetings, presentations and remote collaboration. We describe the underlying hardware and software of the Liveboard, along with several software applications that have been developed. In describing the system, we point out the design rationale that was used to make various c ...

Keywords: collaboration, cordless stylus, gestural interface, group work, interactive display, large-area display

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36 GroupLens: an open architecture for collaborative filtering of netnews
Paul Resnick, Neophytos Iacovou, Mitesh Suchak, Peter Bergstrom, John Riedl
October 1994 **Proceedings of the 1994 ACM conference on Computer supported cooperative work**
Full text available: pdf(1.32 MB)   Additional Information: full citation, abstract, references, citings, index terms

Collaborative filters help people make choices based on the opinions of other people. GroupLens is a system for collaborative filtering of netnews, to help people find articles they will like in the huge stream of available articles. News reader clients display predicted scores and make it easy for users to rate articles after they read them. Rating servers, called Better Bit Bureaus, gather and disseminate the ratings. The rating servers predict scores based on the heuristic that people wh ...

Keywords: Usenet, collaborative filtering, electronic bulletin boards, information filtering, netnews, selective dissemination of information, social filtering, user model

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cubic.bioc.columbia.edu/papers/1993_jmb/paper.pdf

<u>Parity: The Problem that Won't Go Away - Thornton (1996)</u> (Correct) (2 citations)
in a parity mapping always turns out to be the **chance value** of 0.5. This means that it is impossible to
exhibited by a parity mapping have `**chance' values**, i.e.that no input/output associations
www.cogs.susx.ac.uk/users/christ/papers/parity-here-to-stay.ps

<u>Believing Change and Changing Belief - Haddawy (1996)</u> (Correct) (1 citation)
formulas)The present logic can assign any **chance value** to unique events in the future, while events
while events in the past are assigned only **chance values** 0 or 1, as required by our definition of
ftp.cs.uwm.edu/pub/tech_reports/ai/haddawy-3.ps.Z

<u>Stacked Generalization in Neural Networks: Generalization on .. - Ghorbani, Owrangh</u> (Correct)
mapping an input onto an output is always the **chance value** of 0.5. In this paper, we examine the
mapping an input onto an output is always the **chance value** of 0.5, for instance parity is defined to be a
www.cs.unb.ca/profs/ghorbani/ali/./papers/sg-ijcnn01.pdf

<u>What do Constructive Learners Really Learn? - Chris Thornton</u> (Correct)
same observed probability. This is simply the **chance value** $P(x_i = v)$ 1 jV j where V is the set of
all possible values of x_i .In this case the **chance value** is 0.5 since there are only two possible
www.cogs.susx.ac.uk/users/christ/papers/constructive-learners.ps

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same observed probability. This is simply the **chance value** $P(x_i = v)$ 1 jV j where V is the set of
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ftp.aifb.uni-karlsruhe.de/pub/jbr/selection.ps

Random Generator Quality and GP Performance - Meysenburg, Foster (1999) (Correct) (1 citation)
functions #ADFs#tournament and #tness-**proportionate selection**, demetic grouping, steady state
previous studies, the authors found that pseudo-**random number** generator #PRNG# quality had little e#ect on
ftp.cs.uidaho.edu/pub/foster/papers/prng-gp-gp99.pdf

Significance of Locality and Selection Pressure in the Grand.. - Rudolph, Sprave (1996) (Correct) (1 citation)
(GDEA)which combines the traditional **proportionate selection** operator with a self-organizing
a canonical way. For each parent to select, a **random number** is drawn uniformly from [0 1) and the
ls11-www.informatik.uni-dortmund.de/people/joe/publications/RSp96.ps

Design of Image Exploring Agent using Genetic Programming - Mario Kppen Bertram (1996) (Correct)
www.cs.bham.ac.uk/~rmp/image_analysis_papers/Koppen-1996.ps.gz

Positional Genetic Programming - Veenman (1996) (Correct)
27 4.6 Parent Selection 28 4.6.1 Fitness **Proportionate Selection** 28 4.6.2 Linear Selection/ranking 28
35 6.4 Evaluation Errors 35 6.5 Pseudo **Random Number** Generation 36 6.5.1 The R250 Algorithm 37
www-ict.its.tudelft.nl/~cor/thesis96.ps.gz

Simulated Jumping in Genetic Algorithms for a set of test.. - Fern'andez-Villaca Nas (Correct)
associated with them. ffl Fitness **Proportionate: Selection** is based on the fitness of the
actual selection is then done by generating a **random number** between 1 and 100 and selecting the solution
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A Game-Theoretic Investigation of Selection Methods Used.. - Ficici, Melnik, Pollack (2000) (Correct) (1 citation)
this is akin to the use of fitness-**proportionate selection** in an evolutionary algorithm (EA)In
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The replicator equation used in evolutionary **game** theory (EGT) assumes that strategies reproduce in
demo.cs.brandeis.edu/papers/gtismea_cec00.ps.gz

A Game-Theoretic Approach to the Simple Coevolutionary Algorithm - Ficici, Pollack (Correct) (1 citation)
tness of each phenotype. Assuming tness-**proportionate selection**, M performs the appropriate variational
A **Game**-Theoretic Approach to the Simple Coevolutionary
We believe that this property is essentially **game**-theoretic in nature. Using **game** theory, we
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Evolving Computer Opponents to Play a Game of Simplified Poker - Barone, While (1998) (Correct) (1 citation)
solve problems in computers. Using fitness **proportionate selection** and the genetic operators of
Evolving Computer Opponents to Play a **Game** of Simplified Poker Luigi Barone Lyndon While
to use evolutionary algorithms to learn to play **games** of imperfect information in particular, the **game**
www.cs.uwa.edu.au/~luigi/docs/yanchep97_own.ps.gz

An Application of Genetic Programming to the 4-Op Problem.. - Aytekin Korkmaz (Correct) (1 citation)
unaltered)This is called fitness **proportionate selection**. Mutation also plays a role in this
of the 4-Op Problem 4-Op is a well known TV-**game** where the players try to find an arithmetical
www.lcsl.metu.edu.tr/~korkmaz/publication/BU-CEIS-9441.ps

A Selection Scheme Based on Competition for Evolutionary.. - Tettamanzi (Correct)
found in the literature [9, 15] is \tness-**proportionate selection**"sometimes implemented as
architectures. In many tasks, such as evolution of **game** strategies, genetic programming and evolution of
mago.crema.unimi.it/pub/Tettamanzi1994.ps

Co-Adaptive Genetic Algorithms: - An Example In (Correct)
than the original fitness, f, in fitness **proportionate selection**. The effective fitness is given by 1)
how such an exploration can give insight into **game** playing strategies. 2 GA Adaptation Technology
the task of finding strategies for two-person **game** playing or combat with GAs. One approach is to
www.cems.uwe.ac.uk/~rsmith/othgray.pdf

Genetic Algorithms and Financial Crises in Emerging Markets - Apoteker, BARTHELEMY (2000) (Correct)
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www.barth.netliberte.org/ia/cefi-sienne2000.pdf

Effects of Finite Populations on Evolutionary Stable Strategies - Ficici, Pollack (Correct)
of agents is formed through fitness-**proportionate selection**-each strategy increases its
Abstract A strong assumption made in evolutionary **game** theory (EGT) 7] is that the evolving population
predicted by EGT. They conclude that evolutionary **game** theory loses its predictive power with finite
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Evolving Computer Opponents to Learn Games of Imperfect Information - Barone (Correct)
to produce a new population, using fitness **proportionate selection** and the genetic operators of
Evolving Computer Opponents to Learn **Games** of Imperfect Information Luigi Barone Department
(imperfect) information. The application to **game** playing allows for easy evaluation of results,
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www.cs.uiowa.edu/~cremer/papers/image-final.ps.Z

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wearable computer. The user's visual and auditory **scene** is stored in real-time by the system (upon
'media memories' based on associations with real **objects** the user encounters. These are evoked as audio
audio-visual memory. The resulting multimedia **database** can be indexed and played back in real-time.
drew.www.media.mit.edu/~nuria/authoring/../dypers/ICVS99.ps.gz

Experiments in Real-Time Decoding of Layered Video - Chang, Bove, Jr. (1995) (Correct) (1 citation)
but also enables modification and automated **scene** understanding. We have previously proposed a
in any way to the content of the video sequence. **Object**-based, or analysis-synthesis representations that
interactive or personalized program material, and **database** searches for on-the-fly assembly of
dsmall.www.media.mit.edu/~vmb/papers/chang.ps

The Virtual Internet Gallery (TVIG) - 3D visualization of a.. - Mueller, Neuhold (1998) (Correct)
48 5.2.2 The **scene** construction
ftp.icsi.berkeley.edu/pub/techreports/1998/tr-98-039.ps.gz

WAXweb: Toward Dynamic MOO-based VRML - Tom Meyer (Correct)
problems of highly-interactive, distributed 3D **scenes**. So that we can begin to experiment with these
One particularly flexible server, MOO (MUD **Object**-Oriented)is now being widely used by the
of WAXweb, a dynamic MOO-based hypermedia **database** which is being used as a VRML server. We also
wilma.cs.brown.edu/research/graphics/research/pub/papers/waxvrml.ps

Multimedia Authoring: A 3D Interactive Visualization Interface.. - Nabil Laya (Correct)
some paragraphs and optionally background music a **scene** follows another **scene** a part of an image may
synchronization, spatial placement of multimedia **objects** and resource attribution. It is therefore
have unpredictable durations (external programs, **database** queries)A specific compound element allows to
ftp.inrialpes.fr/pub/opera/publications/HCI95_multimedia.ps.gz

Coordinated Display of Structured Presentations Using .. - Escobar-Molano.. (1996) (Correct)
into meaningless scenarios. For example, a chase **scene** between a dinosaur and a jeep filled with
consists of a collection of background **objects** and actors (3-D representations) constrained
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usc.edu/pub/csinfo/tech-reports/papers/96-630.ps.Z

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